

Game Manual

You are Cedric, a wandering knight. The ancient seal that binds the **Hollow King** — a warlord who cheated death and became a lich — is failing. Its three ward-stones have gone dark, the dead walk the forest after nightfall, and his rot is creeping toward the coast and the northern snows. Relight the wards, gear up, and face what the old world buried.

Getting Started

From the title screen choose **New Game** to begin, or **Continue** to resume. The game autosaves as you play; you can also save from the pause menu (**Esc**). Follow the **glowing beacon** — a tall golden light-beam that marks your current main-quest objective — and open the **Quest Journal** with **J** at any time to see what to do next.

Controls

W A S D	Move (hold Shift to sprint)
Right-drag / Arrows / Scroll	Orbit camera · zoom
Left-click or Q	Attack — tap to combo, hold to charge a heavy
Left-Ctrl	Dodge roll — brief invulnerability
Hold F	Block — time it just right for a parry
H	Drink a potion / heal
E or Space	Talk · open chest · interact
I	Inventory
J	Quest journal
Tab	Shop: toggle Buy / Sell
Esc	Pause / menu (Resume · Save · Quit to title)

Prefer one hand? **Q** attacks exactly like the mouse button.

Combat

- **Light attacks & combos** — tap Attack to chain a combo.
- **Charged heavy** — hold Attack to charge, release for a heavy blow.
- **Dodge roll** (Ctrl) — grants brief invulnerability frames; roll through attacks.
- **Block** (hold F) — reduces damage. Time it right at the moment of impact to **parry** and stagger the attacker.
- **Read the enemy** — monsters telegraph their attacks and each behaves differently: leaping frogs, ranged cactoro spines, teleporting ghosts, charging dinos, area-of-effect demons.

- **Elites & bosses** — tougher elite variants roam the wilds; five great world bosses guard the far corners, and a hidden ruin, the **Sunken Relic**, holds the finest treasure.
- **If you fall** — you respawn at the village and lose **half your coins**, so spend or bank them before a risky fight.

The World

Roam a vast, streaming, cel-shaded world. Four settlements await:

- **The home village** — where your quest begins.
- **Duskhaven** — the walled blue-stone old capital, far north.
- **Saltmarsh** — a fishing town on the western coast, beside a walkable sand beach.
- **Frosthold** — a palisaded hold in the northern snow field.

Between them lie rolling hills, autumn forests, a lakeside, the western sea, and the snows. A **day-night cycle** turns the sky; **enemies grow tougher after dark**, so travel prepared or make camp for the day.

Quests, People & the Journal

Press **E** to talk to villagers, open chests, and interact. The main story runs across four acts; beyond it are **32 side quests** and multi-step side-story chains given by townsfolk. Accept a quest in conversation, complete its goal, then return to the giver to turn it in. The **Journal** (J) tracks your active objective and the beacon points the way.

Economy & Gear

- **Coins** drop from defeated enemies and chests.
- **Shops** — press E at a merchant; press **Tab** to switch between Buy and Sell. Sell loot, buy food, and upgrade your **weapon** and **armor** (better gear means more damage dealt and less taken).
- **Healing** — carry soup, stew, or potions; press **H** to drink and restore health (a short cooldown applies). Check your **Inventory** with I.
- **Leveling** — defeating enemies grants XP; leveling up raises your maximum health.

Tips

- Follow the golden beacon; check the Journal (J) if you're unsure.
- Learn to parry — a well-timed block staggers even tough foes.
- Dodge *through* big attacks using the invulnerability window.
- Bank or spend coins before hard fights — death costs you half.
- Gear up between story beats; the wilds get harder the farther you roam and after dark.

A Jiang Games production — design by Nora, Drake & Hao Jiang. Music by Kevin MacLeod (incompetech.com), licensed CC BY 4.0. Art assets CC0 (KayKit, Quaternius, ambientCG, Poly Haven). Built in Rust with the Bevy engine.